BLACK ROCK SHOOTER
THE GAME
INSTRUCTION MANUAL

In the year 2032, on November 16th at 1:07 p.m. and 54.66 seconds...
An alien race descended from the clear blue sky, and the invasion began.
After weeks of chaos, the humans consolidated all their forces and launched a counterattack.
However, years passed without them ever going on the offensive.
They were nearing extinction.

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BRS

She's been locked away in a sealed capsule since she was 11 years old, and she's been growing in there, almost completely unconscious, for the past few years.

UEF

Frank Marion ▶
A field commander with ample combat experience.

◀ **Morris "Phobos" Bailey**
A tried-and-true UEF soldier.

◀ **Rothcall Shepard**
A former scholar who is now in charge of communications.

BASIC CONTROLS

BASIC CONTROLS – PSPgo

CONTROLS

Menu Controls

Move Cursor	Directional buttons		
Select	⊗ button	Close Menu	△ button
Cancel	○ button	Switch Screen	L / R button

Field Controls

Move	Directional buttons / Analog stick
Action (Talk/Check)	⊗ button
Open Main Menu	△ button (see pg. 28)
Move Camera	L / R button
Reset Camera	L + R button
Open Guide Map	⊗ button
Open Pause Menu	START button

CONTROLS

Battle Controls

Move Cursor	Directional buttons / Analog stick
Shoot	● button
Guard	✕ button
Dodge (after obtaining via Challenge)	○ button
Use Skills	R button + ✕ button / ○ button / △ button / ● button
Open Item Menu	L button
Open Pause Menu	START button

Pause Menu Controls

Press the START button while in battle or in the Field to open the Pause menu. While paused in the Field, you can give up on your mission by pressing the △ button, or load save data by pressing the ● button.

GETTING STARTED

Title Screen

At the Title screen, press the START button to open the Title menu. Once there, you will see the following options.

★NEW GAME

Select this to start the game from the beginning. When you begin, defeat all the Eaters and check the Terminal. Once you finish the first mission, you will gain access to the Stage Select screen (see pg. 12).

★LOAD

Select this to load data you've saved to a Memory Stick Duo™ and continue with a previous game.

GETTING STARTED

★GALLERY
Select this to check out game movies, music, and illustrations. Complete Challenges to unlock more items (see pg. 29).

★OPTIONS (see pg. 29)
Select this to adjust various game settings.

SAVING AND LOADING

To save the game, select "Save" from the Stage Select menu or stand near a Field Terminal and press the ⊗ button. You can access your save data from the Title screen or the Pause menu.

GETTING STARTED

Game Flow

Below is how you can generally expect the game to progress.

1. Movie/Event Scene

A movie or event scene will begin; you can press the ⊗ button to scroll through the dialogue or press the START button to pause. While paused, press the ⊗ button to skip the movie/event scene. (Some event scenes cannot be skipped.)

Access the Options menu to turn the Auto Scroll feature on/off (see pg. 28).

2. Stage Select (see pg. 12)

From the Stage Select screen, choose which stage you'd like to play. Once you choose a mission, you will be transported to the appropriate Field.

GETTING STARTED

3. The Field (see pg. 16)

Navigate BRS across each area to clear the mission.

4. Battle (see pg. 21)

If you come into contact with an enemy on the Field, you'll go into battle.

HINT

You can unlock new skills by clearing Challenges. Good luck tracking me down!

STAGE SELECT

Stage Select

The Stage Select screen has several options, listed below. You can choose a stage and select a mission to head into the Field, or press the ◉ button to return to the Title screen.

★SAVE

You can save your progress to a Memory Stick™.
Once you save, you can continue your game by loading data from the Title screen or the Pause menu.

★LOAD

You can load previous save data from a Memory Stick™, and continue your game from where you left off.

STAGE SELECT

★STAGE (see pg. 14)
Press the left or right directional buttons to select a stage. Press the ⊗ button to access the Stage menu.

★MENU (see pg. 28)
Here you can check BRS's status, set skills, use items, review Challenges, and adjust game settings.

HINT

Clearing missions will unlock further missions and stages for you to explore!

STAGE SELECT

Stage Menu

Use the Stage menu to choose the mission you'd like to play. Press the up or down directional buttons to review available missions. Press the ⊗ button to select the desired mission.

★Mission List

This shows you a list of missions you can choose from.
The marks to the left of each mission have a specific meaning, as explained below.

★	These missions have been cleared.
!	These missions have just been added.
?	These missions have been modified.

STAGE SELECT

★Mission

Mission Types

STORY	These missions will advance the story.
HUNT	These missions will allow you to practice your battle techniques and gain experience points.
EXTRA	These missions will become available after clearing certain Story missions.

HINT

Destroy the Golden Dawns in the Hunt mission to add new items to the Gallery. You might even find me there!

★REC. LEVEL

You should be this level before attempting the mission.

★TO CLEAR

This is what you have to do to accomplish the mission.

★INFORMATION

Here you'll find tips and hints on how to complete missions and clear Challenges.

THE FIELD

Field Screen

You'll notice the following items on the Field screen.

Current Objective, Progress, and Goal

Action Point

HP

THE FIELD

Communication

During some missions, your allies may contact you. When given the choice to respond, make your selection with the L / R button. Press the ⊗ button to skip dialogue.

Action Points

Approach an Action Point on the Field and press the ⊗ button to perform special actions.

THE FIELD

Field Objects

You'll notice the following items on the Field.

★ Symbols

These are the enemies found throughout each Field. Come into contact with one to initiate a battle (see pg. 21).

Note that however you come into contact with them will not affect the battle itself.

HINT

Some Symbols may be hard to spot from a distance, so always be on the lookout!

★ Mystery Boxes

These boxes contain skills and items. Approach one and press the ⊗ button to retrieve whatever is hidden within.

THE FIELD

★ Containers

There are three types of Container: "Indestructible" Containers, "Approach and press the ⊗ button to destroy" Containers, and "Defeat all the enemies to destroy (Territory Box)" Containers. Each type has a unique appearance.

★ Territory Seals

These will hinder your progress; they can be destroyed by defeating the enemies standing in front of them.

★ Generators

These Symbols will generate a never-ending stream of enemies. You'll have to destroy them to stop more enemies from appearing.

THE FIELD

★Terminals

Approach these and press the ⊗ button to completely heal your HP. Blue Terminals, which will only appear in Story missions, can be used an unlimited number of times to heal your HP and save your game. Yellow Terminals can only be used once.

In order to use a Yellow Terminal in a Hunt mission, it must first be activated in the appropriate Story mission.

BATTLE

Battle Screen

You'll notice the following items on the Battle screen. You may also notice more information in the upper-right section of the screen.

BATTLE

About the Heat Gauge

The Heat Gauge will increase by either shooting enemies or using your Dodge skill. It will decrease on its own over time. If the Heat Gauge fills completely, BRS will overheat and become unable to move for a period.

HINT

When you use Guard (✕ button), the Heat Gauge will neither increase nor decrease!

BATTLE

Rules of Engagement

During battle, you win by defeating all the enemies. If BRS's HP reaches 0, it's Game Over.

Game Over

If you get a Game Over, you'll have the following options.

RETRY MISSION	Attempt the current mission again.
STAGE SELECT	Return to the Stage Select screen (see pg. 12).
LOAD	Load save data and begin again from there.

BATTLE

Battle Controls

Review the battle commands below. Clearing Challenges will unlock new battle commands.

★ Move Cursor

Press the directional buttons or analog stick to move the cursor. Get the cursor close to an enemy and it will lock on. If you'd like to change the lock-on target, simply move the cursor again.

BATTLE

★Shoot

Press the ● button to shoot where the cursor is aimed. The lower you Heat Gauge, the more shots you can fire at a time.

★Guard

Press the ✕ button to guard against enemy attacks; keep in mind that you'll still take some damage. While guarding, the Heat Gauge will neither increase nor decrease.

HINT

When guarding, your Heat Gauge won't increase, but you'll still take some damage. When dodging, you take no damage, but your Heat Gauge will increase. Make sure to use both tactics wisely.

BATTLE

★Skill (see pg. 31)

Press and hold the R button to open the Skill menu. Press the R button along with a corresponding button to activate your assigned skills.

HINT

You can obtain new skills from Challenges or Mystery Boxes. Go to the Main Menu to review your Challenges (see pg. 28).

★Dodge

Press the ◉ button to dodge enemy attacks, which will allow you to completely avoid taking damage. Unlike guarding, dodging will increase your Heat Gauge.

BATTLE

★Stun

Use the "Stun Snipe" skill to stun enemies. Each enemy can be stunned in different locations, and stunning an enemy in certain spots will prevent it from using certain abilities.

★Item

Press and hold the L button to open the Item menu. Choose which item you'd like to use, then press the ✕ button to use it.

MAIN MENU

Main Menu

The Main Menu offers the following options.

★CUSTOMIZE

Here you can set your Battle Skills or activate your Personal Skills. Once you set your Battle Skills, press the R button to use them. For more information on skills, see pg. 31.

★ITEMS

Here you can check and use items.

MAIN MENU

★CHALLENGES

These are unlocked as you progress through the story and complete missions. As you clear them, you may gain new skills or unlock more missions.

Press the L / R button to review each Challenge's requirements and rewards.

★OPTIONS

BGM VOLUME	Adjust the volume of the background music.
SFX VOLUME	Adjust the volume of the sound effects.
VOICE VOLUME	Adjust the volume of the character voices.
AUTO SCROLL	Turn Auto Scroll on or off.*

*Auto Scroll does not work for all events.

MAIN MENU

Status Screen

See below for a description of each element.

EXP	Your current number of experience points.
NEXT	The experience points needed to level up.
MAX HP	Your current maximum hit points.
ATTACK	The power of your regular attacks.
DEFENSE	Your defensive power.
SKILL	The power of your skills.
HP	Your current number of hit points.

About Skills

There are two types of skill, as listed below.

Battle Skills	You can set these skills to use in battle. There are two types of Battle Skill: "Attack Skills" will harm the enemy, while "Support Skills" will help BRS.
Passive Skills	These skills will boost your stats. Use the Customize menu to activate them. Some skills are activated by performing specific actions during battle.

BIKE MISSIONS

Bike Mission Screen

You'll notice the following items on the Bike Mission screen.

BIKE MISSIONS

Bike Controls

You'll need to control BRS directly during Bike missions to reach your goal.

Change Lanes (Danger Blade)	Left / Right directional buttons
Attack Mode (Shoot)	● button

HINT

I know you might want to save your shots till the end, but you're better off using them early and often.

BIKE MISSIONS

Bike Mission Details

★Damage

If you run into enemies, you'll take damage and your bike will slow down. If your HP reaches 0, it's Game Over.

★Dodge and Danger Blade

You can change lanes to dodge enemies. Change lanes the moment before hitting an enemy to attack with the Danger Blade. Execute consecutive attacks to build up your Combo count.

BIKE MISSIONS

★Combo and Shoot

Once your Combo count reaches 5, you'll be able to shoot enemies for a given amount of time. You will not be able to use the Danger Blade while this is active.

★Clear Requirements

These will differ depending on the mission. Be sure to review the clear requirements before beginning each mission.

For more information on this game
and to download the full user manual,
please visit

NISAmerica.com